



Turlock Poker Room

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Games Played:

Panguingue (PAN):

Wagering Limits: \$1.00
Time collection: \$4.00 per hour.
Each player antes \$1.00 (the "Tops")

Panguingue is a rummy-type game played with eight standard 52-card decks with the 8's, 9's, and 10's removed, for a total of 320 cards. No jokers are used. Cards in each suit rank king (high), queen, jack, seven, six, etc. with aces being low. The cards are dealt counterclockwise

Players strive to meld eleven cards in valid sets of three or more cards. There are two kinds of melds: a rope which must be string of cards of matching suits, squares consisting of the ranks 2, 3, 4, 5, 6, 7, Jack or Queen. Squares must be either all cards of different suits or all the same suit. Squares consisting of Kings or Aces qualify regardless of suit. There are no betting rounds in the game.

Each player is dealt 10 cards to meld into sets and sequences with certain cards having special values. Each player, in turn, draws either a card from the top of the remaining deck or from the top of an adjacent discard pile. This sequence of play continues until one player goes out with a total meld of eleven cards, including the card(s) just drawn. Melds (or spread) must be at least three cards, and it may be as many as eleven. The melds are classified as ropes and squares. The rope is any three cards in sequence of the same suit. A square is a set of three cards in the same rank and of different suits or of the same suit. All 3s, 5s and 7s are valle cards (cards of value). Cards of other rank are non-valle. Any three aces or any three kings form a set, regardless of the suit.

Example:

Rope: A*2*3*4*5* or J*Q*K. Ropes must be of matching suits.

Square: 4*4*4*, 7*7*7*, or J*J*J*. Squares consisting of the ranks, 2,3,4,5,6,7, Jack or Queen must be either all cards of different suits or all of the same unit. Squares consisting of Kings or Aces qualify regardless of suit.

Certain melds are called Konditions. Konditions are generally:

1. Any set of valle cards not in the same suit - 1 chip
2. Any set of valle cards, in the same suit - 4 chips in Spades, 2 chips in any other suit
3. Any set of non-valle cards, in the same suit - 2 chips in Spades, 1 chip in any other suit
4. Any sequence of Ace, 2, 3 in the same - 2 chips in Spades, 1 chip in any other suit
5. Any sequence of K, Q, J in the same suit - 2 chips in Spades, 1 chip in any other suit

When a player wins with melding eleven cards. The player collects chips from every other player and also collects all over again for each kondition in their cards. There are no ties in Pan.

Texas Hold'em:

Wagering Limits: 2 – 4, 3 – 6, 4 – 8 and 6 – 12

Time collection: \$3.00 per hand, 2 – 4, 3 – 6 and 4 – 8 limits; \$4.00 per hand, 6 – 12 limits.

Texas Hold'em is a community card poker game that is played with a standard 52-card deck, no jokers. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt. Two cards (hole cards) are dealt to each player, one at a time, face down, in rotation. This is followed by the first round of betting. A player may check, bet, call, raise or fold.

Three cards (the flop) are then dealt face up in the middle of the table as community cards (board cards) and the second round of betting occurs. The fourth community card is dealt face up (the turn), followed by the third round of betting. The final community card (the river) is dealt face up and followed by the fourth (final) round of betting.

At the showdown, each player may use any combination of the hole cards and community cards, or may play the board and use no hole cards to make the highest ranking five-card poker hand. The player with the highest ranking five-card poker hand wins the pot. In the event of a tie, the pot is split equally.

Omaha Hi-Low Split (8 or better):

Wagering Limits: 3 – 6

Time collection: \$4.00 per hand

Omaha Hi-Low Split is a community card poker game that is played with a standard 52-card deck, no jokers. In order for a hand to qualify for the low hand, it must contain an 8 or Better (lower) at showdown. The game starts to the left of the dealer button. The blind bet(s) are made from the position(s) left of the dealer button and are forced bets which must be made before the cards are dealt.

Each player is dealt four cards, one at a time, in turn and face down (hole cards) as their initial hand. A round of betting occurs for players who are continuing to contend for the pot. Three board cards are turned face up (flop) in the middle of the table (community cards). The community cards are available for all players to use. The second round of betting occurs. The fourth community card is turned face up (the turn), followed by a third round of betting. A final community card (the river) is turned up and a fourth and final round of betting occurs. After the final round of betting has been completed, each player may use any two hole cards with three community cards to make the highest five-card poker hand, and any two hole cards with three community cards to make the lowest qualifying five-card poker hand. The lowest qualifying five-card poker hand is Ace, 2, 3, 4, 5. Players must qualify for the low hand with a hand containing an 8 or better (lower). The pot is split equally between the players with the highest ranking hand and lowest qualifying hand. If no player has a low qualifying hand, the player with the highest ranking five-card poker hand wins the entire pot. In the event of a tie, the pot, or portion of the pot, if the tie is for high or low hand only, is split equally.

DOUBLE HAND POKER

Wagering Limits: \$10-\$200

Time Collection: \$1.00 Per hand

Before cards are dealt, a "Banker" is established. The bank is offered to each player in turn, moving clockwise around the table. Players have the option of "passing" the bank.

With the banker established, all players place their bets in squares marked 1-10. Five bets are allowed.

"Backline" players may then place bets on squares 2-5 (we allow only four backline bets).

The dealer will then form seven hands each containing seven cards by placing cards one at a time, left to right, until all seven hands are formed.

The banker is then given a dice cup containing three dice. The dice are shaken and an "action number" is determined (for example die of 3-4-5 would make position 12 the action spot). The player to the left of the banker is player #1; the banker is #7 and the action in the above example would begin with player #5.

The hands that have been dealt are numbered #1 through #7 counting left to right.

The banker then indicates which hand is to go to the action, in the absence of a choice by the banker, hand #1 goes to the action button, hand #2 to the next player and so on until all seven hands are delivered to the players.

If any of the seven locations have no bet placed, that hand goes into the muck as a dead hand.

Each player will then arrange his hand so that two cards are placed in "front" and five cards are placed in the "rear". The cards are arranged according to traditional ranking of poker hands. The player must not place the highest hand in the front (2 card poker hand).

After all hands have been placed by the players, the dealer will expose the banker's hand.

Beginning with the "action" location, the player's hand is compared to the banker's hand. For the players to win they must have a better hand than the dealer in both the front and rear poker hand. If the player wins one and loses one the result is a "push" (tie) in which case the player's hand is "killed" and his bet remains in place.

After all the hands have been ranked according to win, lose and push, the dealer starts at the action location deducting from the bank and paying the players or deducting from the bank an amount equal to the player's loss. At any point that the bank is depleted, action stops and the hand is over.

If all bets placed in the #1 betting location are settled without depleting the bank, the dealer then settles bets on backline spots 2 through 5.

Bank rotation is as follows:

The bank rotates in succession, moving clockwise.

2. PINEAPPLE

Wagering Limits: 2-4-6-8

Time Collection: \$3.00 Per hand

Player #1 and #2 (clockwise from the dealer button) post Blinds.

"Dealer" posts \$3.00 which is taken for the drop. Acting in turn the dealer must pass or play.

Each player is dealt three cards, one at a time, beginning with player #1.

Starting with player #3, all players pass, call, or raise.

Three cards are then placed face up by the dealer (the "flop").

Starting with player #1 all players check, bet, raise or pass.

The dealer turns up a fourth card (the "turn").

Another round of betting ensues.

The dealer turns up a fifth and final card (the "river").

A final round of betting follows.

All active players expose their hands.

The player exhibiting the best high hand in accordance with standard ranking of poker hands will split the pot with the best Lo-Ball hand (five cards eight or under with no pair).

If no hand qualifies as low the player with the best high hand is awarded the pot.

If a low hand is shown, a high hand must have one pair minimum to qualify as high and take half of the pot.

A player "Pans" (wins) the hand when he has played eleven cards on the board, in legal and extended spreads.

He then collects the "Tops" plus 2 chips from each active player for panning the hand and additionally collects pay for what the spreads on the board are worth at the time of ending the hand.

3. LO-BALL

Wagering Limits: \$2-\$10

Time Collection: \$5.00 Per hour/Each player pays \$3.00 on the hour, \$2.00 on the half hour.

Player #1 and #2 (clockwise from the dealer button) post Blinds.

Each player is dealt five cards, one at a time, beginning with player #1.

Starting with player #3, all players bet, call, raise or fold.

Each remaining player, beginning with player #1 will then stand pat or draw one or more cards.

A final round of betting follows.

All active players expose their hands.

The player exhibiting the best five low cards with no pair is awarded the pot.

4. PAN POKER

Wagering Limits: \$1.00

Time Collection: \$4.00 Per hour

Game is played with 8 standard decks of cards with no joker and 8's 9's and 10's removed.

Each player antes \$1.00 (the "Tops").

Ten cards are dealt to each player, five at a time, beginning with the player who panned (won) the previous hand.

Beginning with player #1 and proceeding counter-clockwise, players in turn declare "play" or "fold".

With all active players having declared, player #1 now draws a card from the deck. If he cannot use the card he is allowed a second draw. If he elects not to use the card, it becomes available to player #2. If player #2 declines the card, he draws a card. If he declines the card it becomes available to player #3 and so on around the table.

To use a card drawn, the player must make a valid spread of at least three cards.

Valid spreads are:

- Minimum of 3 cards in sequence of the same suit. (Ace through King).

- Three cards of the same denomination either of three separate suits or all three of the same suit.

- Spreads can be extended by adding additional cards on the spreads that are already on the board.

Spreads worth pay:

- Ace-2-3 of the same suit pays one chip.

- Jack-Queen-King of the same suit pays one chip.

- A three card spread of 3 3's, 5's and 7's with the spread using three different suits pays one chip.

- A three card spread of 3 3's, 5's and 7's with the spread using all the same suit pays two chips.

- Any three cards of the same ranking and same suit pays one chip.

- Any of the above spreads in Spades pays double.